



AAB PROCEEDINGS

30 September, 1994

Issue 26

The newsletter of the History of the Imperium Working Group (HIWG), a Traveller club using the official Traveller universe. Produced and distributed by Clayton R. Bush.

Opening Letter

This issue of AABP is going out in the first part of October; the next AABP will go out in early November. Several threads reached a critical point in August and September. This issue deals with those. The November issue will catch up on HIWG status reports, new documents, and activities.

GenCon XXVII

This issue has my annual report from the GenCon Traveller seminar. I included a report on the Twilight: 2000 seminar, because the Armor 21 has a lot that can be carried over to TNE campaigns. (The common example is how Classic Traveller's high-tech "battle map" was available for Desert Storm--and GDW had overstated the size by half.)

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Electrozine

GDW received a proposal for an electronic fanzine, which was discussed on computer channels during the summer, and GDW finally said "No". Roger Sanger has redirected his energy into setting up a new game, which is definitely newsworthy. The new system will not have any connection to Traveller, so I probably won't be mentioning it again.

Sanger's posts to Traveller discussions have proselytized for his development project. A discussion on HIWG's mission rose (again), and the CSI on the next two pages discusses Geo's response. Personally, I don't think HIWG ever has had one mission that involved anything close to everybody in the organization.

Due to the discussion, however, I have slightly amended the sidebar on page 3. Since HIWGers are open to discussing alternate universes, it did not make sense to say HIWG is working on "the official Traveller universe."

Traveller Naval Architect Review Board

GDW asked if anyone was interested in joining a group to verify the correctness of FF&S ship designs. Four people, all HIWGers, are in the group so far. If you have a design, please submit it to them! (They've just started up, and need the work. wink)

Regency Sourcebook

GDW will be doing a Regency Sourcebook. Several HIWGers have been involved in groundwork activities, such as UWP updates from 1120 to the New Era. Discussion of what should be in the Sourcebook has been ongoing, and starts on page 12 here.

HIWG-LIST

Well, InterNet fever continues. A host computer has been arranged and now there's an InterNet mailing list for HIWG members. Just send the message "subscribe hiwg-list" to HIWG-LIST@IO.COM, and you'll be copied on all messages.

And I could not fit everything into 8 pages, or even the current 16. So watch for AABP27, due in your mailbox in November.

Chairsophont's Letter

-Geo Gelinis

I have recently received a number of letters questioning the purpose of this organization. Let me share with you the text of a flyer that was put together to advertise HIWG. I have at various times and places stated the concepts contained here, but perhaps it is time to print them collectively for all the membership to see.

HIWG BEFORE NEW ERA

The History of the Imperium Working Group (I-HIWG) is an international organization of Traveller fans. HIWG was founded about the advent of MegaTraveller. As conceived, HIWG would expand on the history of the Imperium from the time of the assassination of Emperor Strephon bringing the condition of the Imperium to that shown on the "1125 Peace Map".

HIWG set about in earnest toward that goal, but very quickly expanded beyond that purpose. Many people joining HIWG were interested in aspects of MegaTraveller other than its history. This resulted in the creation of a number of Special Interest Groups. HIWG thus became more than an organization creating history, it became an idea exchange.

A number of our members got their start as writers of Traveller material while creating documents for HIWG. Both Digest Group Publications and Game Designers' Workshop, though under no obligation to do so, have used material developed by HIWG.

HIWG IN THE NEW ERA

But that was then, and this is now. It is evident to anyone who has read the Travellers' News Service in Challenge, or the reprint of that material in Survival Margin that the Imperial timeline has gone well past 1125. Peace as we expected it is definitely not at hand. So what is HIWG's role now? HIWG remains what it has become in recent years, an organization of Traveller players and referees. This is HIWG's most important role now.

That is not to say that HIWG no longer does development. Quite the contrary. All the people credited for the creation of HubWorlds in Traveller: The New Era are HIWG members. HIWG will continue to develop that pocket empire and expects material to appear in Challenge.

Our development is not limited to the HubWorlds. Some members are applying the effects of the Collapse to published sectors. Others are concentrating on the Regency and worlds which avoided the Collapse. Still others are creating material associated with the Reformation Coalition. There will be members creating equipment, vehicles, and starships. If there is a Traveller related activity you are interested in which is not mentioned here, it has a place in HIWG too.

Let me take a few minutes to focus on a few issues here, and expound on them to an extent which I could not in the flyer.

HIWG is first of all a "Working Group", not a "Writing Group." We have not been chartered by the Workshop or any other game company to write for Traveller. Individual members of HIWG

have written and had published Traveller articles. I believe that most of the best writers of Traveller material today are members. As noted elsewhere in the flyer, some of these got their start writing for HIWG, but others were writing for Traveller long before that. However, the Workshop is under no obligation to use -any- of our material.

Furthermore, the Workshop has used very little material that we have created as a group. Even that is misleading, because the entire membership of HIWG has -never- created a single article for publication. Yes, individuals have had material published and have occasionally drawn ideas from other members. Yes, small groups of members have worked together on a project, such as HubWorlds, and have had it published. However, there has not been one single project in which all members have had a contribution. Is this bad? Absolutely not.

It is not practical for us as an entire group to attempt to work together on a single written article. The reason for this is primarily the distances between members and the difficulty of trying to communicate with everyone. There are also factors of individual personalities and interests, which may not coincide and may even conflict with the group's project. We have seen this recently while working on the Regency project.

Should we, therefore, disband? Absolutely not. A large part of our strength is that we are such a diverse group. Traveller has been enriched by our work. In my real world occupation, I have studied an effect called synergy. The synergetic effect is that the sum of ideas gathered from a group is greater than the sum of the ideas of the individuals of that group. A key reason is that as one individual presents an idea, it can spark a further idea in another individual.

Disbanded, HIWG members would still be individuals. Individuality is important, but when that individuality is applied to a group effort, then it becomes all the greater.

What should our group effort be? Support Traveller! Traveller has always been and continues to be the best science fiction role playing game available. For the most part, it doesn't matter which version of the rules you use. Every rule set has its advantages and disadvantages. If you want to write for the Workshop, you need to use the New Era rules, but otherwise, you are free to use whatever rules you want.

ENRICHING TRAVELLER

How should we support Traveller? At the very basic level, I strongly encourage every HIWG member to referee or participate as a player in Traveller games. Beyond that, there is such a variety of activities that you can do. I will mention just a few here, but you are not restricted to these or under obligation to do any of these.

We can keep the Workshop informed of what we as individuals want from Traveller. Most organizations view any letter that they receive not as an individual letter, but as representative of a percentage of the people they serve. I believe that one of the primary reasons that the Workshop is going to release Regency

material is because people like you have requested it.

We can continue writing for Traveller. True, the Workshop may only use a small proportion of the material any of us produces. But why are you writing for Traveller in the first place? If you are looking to make a living as a Traveller writer, you are writing for the wrong reason. I don't know of anyone outside the Workshop making a living as a Traveller writer. Although I have received some monetary compensation for my work, it is mostly a labor of love.

We can continue development of HubWorlds. There is this wonderful pocket empire published in TNE that we developed. Yet, nothing much further seems to have been done with it. There are adventure possibilities here that have nothing to do with the Reformation Coalition.

We can continue to develop equipment for the New Era. In *Fire, Fusion, and Steel*, we have a tremendous tool for the design of a vast array of equipment. Some of you have developed equipment and some of it has been published. Let's keep up this effort. There may be a need for TL 13 - TL 15 equipment as the Regency campaign is published. Might some of your designs fill that need? I know for a fact that the Workshop will never use that which is never designed! Beyond that I can't make any promises.

Select a world and develop it with loving detail. Each world is rich in diversity and adventure possibilities. Develop one for use in your personal group. So what if something the Workshop later publishes runs right over it? We are under no obligation to use in our own games that which the Workshop has published. The Khulam Sector that my players adventure in is certainly quite different than what appears in *Path of Tears*.

Exchange ideas as part of a special interest group. Are you interested in the ecocycle of Vargr fleas? There may be someone else who has a similar interest. Okay, my example is a bit extreme, but you

get my point. HIWG can be a vehicle for finding others with your interest. If the rest of the Traveller players in the world have no interest in your interest, so what? You have that interest, and have the right to investigate that interest with others with the same interest.

Develop an alternate universe. Again, *Fire, Fusion, and Steel* is a tremendous tool for accomplishing this end. Indeed, with the publication of TNE and FFS, Traveller is not limited to the official universe any more. (Of course, some of us never felt limited to the official universe to begin with.) In previous letters, I have offered the opportunity for HIWG to collectively create and detail our own universe. To date, I have not seen any suggestions to that end, but the offer still stands. True, it may never be published anywhere outside of HIWG publications. If that matters to you then I suggest you direct your energies to other areas, which is perfectly acceptable within the framework of HIWG. If it doesn't matter to you, then this is an excellent opportunity to contribute to Traveller.

These are just a few of the many activities and methods by which HIWG can support Traveller.

But why support Traveller? You will have to answer that for yourself. Each of us has our own reason, but whatever your reason is, it is enough.

Yours for Traveller,
Geo

AAB Proceedings

AAB Proceedings is distributed to all active HIWG members. All others may acquire copies at \$2.00 per issue.

Those interested in submitting material please send it to Clayton R. Bush, PO Box 895, Limon, CO 80828. All materials are copyrighted by AUTHOR, and printed for discussion by permission. (N.B. Copyright law protects words, not ideas.)

Acknowledgements

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HIWG Connection

HIWG ("History of the Imperium Working Group") is a fan organization using the Traveller role-playing game. For membership information, write to: **Membership Secretary:** Clay Bush, P.O. Box 895, Limon, CO 80828. He produces *AAB Proceedings*, which you are reading.

HIWG-Australia: Dave Schneider, 5 East Avenue, Allenby Gardens, S. Australia 5009; Australia. He produces *Starburst*, the HIWG-Australia newsletter.

HIWG-UK: C.N. Walker, Bankside, Redditch Road, Marsden, Huddersfield HD7-6NF. He produces *White Noise*, the HIWG-UK newsletter.

Computers

IBM PC: Brian Borich, 3890 50th Street, San Diego, CA 92105-3005.

Macintosh: Rob Prior, 262 Dunforest, Willowdale, Ontario M2N 4J9.

Atari, Amiga: There were groups working on these systems, but the members involved are now inactive.

GenCon Report

--Clay Bush

Dave Nilsen started the TNE seminar by saying, "Regency sourcebook in the first quarter of 1995! So let's all call it quits and go back to our hotel rooms."

Perversely, we kept the seminar going for the full two hours scheduled.

SPINWARD ISSUES

The Regency Sourcebook will start when the Regency is ready to go back into the Wilds. Their drive is to reestablish the old Imperium. They see themselves as its spiritual custodians.

It will resolve what Project Longbow was/is "as well as it will be resolved." It will have something to do with the Zhodani Core expeditions, and it will hit the Regency before it hits the rest of the Imperium. Unlike the Ancients, GDW will not fully resolve this mystery in print. Question: are you as interested in Yaskoydray now that you know he is a TL35 Droyne remnant?

"Spinward Aliens" will appear to complement "Aliens of the Rim." (They will have a better name than "Spinward Aliens.") No work has been done yet, but it's burning on the back burner.

OTHER PRODUCTS

Striker II: Due out in December, 1994. 1:1000 scale. Demos were run in the Demo area at GenCon, and the official playtest was held Saturday evening. Although the Saturday event was sold out, a location change lost most of the scheduled players, so I got in.

New RAFM 25mm figures were used for about half the RCES stands: they looked very good. The others used were the old Grenadier 25mm figures. The scenario was the Marax assault from Path of Tears.

They have a good basic system, and they got some notes on developing it during and after the demos. They are looking to retain some of the detail (like mobile ovens) that contributed to roleplaying military campaigns. The final product should be well worth the price.

World Tamers: This will include the

rules for simple planetary conflict. Referees will be able to resolve military conflicts in their role-playing campaigns. It may not be very interesting as a two-player game, but they weren't trying to stuff a board game into the product.

Vampire Fleet: It will explain the Black Curtain.

Atlas of the Imperium: GDW has gotten requests to reprint this. If they were to get 5,000 orders, they would! However, it was a very poor seller. They think most the inquiries are about completing collections.

Regarding the interest in just having a complete map to the Core; the UWP files are mostly available on GENIE (and other libraries). However, most files have not been developed. Zarushagar was noted being a giant hiccup where 1/2 the worlds have the same UWP.

COMPUTER STUFF

Paragon is doing nothing. (They did the two IBM PC role-playing games.)

Traveller Navigator is admittedly very basic. A new version is in the works. They haven't seen it yet, but know it is coming.

Nautilus will do interactive games. They are on the RPG part of the Internet. The GDW representatives were unsure if new players would start anew or if they would be joining a campaign in process. (I expect the latter, like in PBM games.)

ALTERNATE UNIVERSES

2300AD: They intend to do a 2300 AD Sourcebook, but it is not in their schedule for the next 18 months.

A Challenge issue will soon present 2300 AD character generation under the TNE system. Similar development work would be welcome in Challenge, and would hasten the re-appearance of 2300 AD.

Other universes are possible. They had discussed doing other universes once the rule system was well established, but nothing in sight now. They were ready to sign on two neat universes (ALIEN and PREDATOR) when the other party realized they had all rights except the rights being sold. Both deals are now dead.

They would be willing to license the GDW house system to people doing alternate universes. They would be less likely to publish an alternate universe sourcebook themselves.

(GDW was uneasy with this discussion; I suspect concern with being sure about having rights and with quality and with fragmenting the SF role-playing market. But the door is ajar to the right product.)

Nth Interstellar War sourcebook: It would be fun to do (according to some participants), but the discussion started off with, "How many people would buy it and play it?"

Cadillacs & Dinosaurs II is written, but the dealers response to the product was "Are you crazy?" Despite the comics and the TV series, they have no interest in carrying the product.

OTHER DEVELOPMENTS

GDW is still developing the New Era K'kree. They have some ideas, but nothing in print yet. They did say that the K'kree are not any nicer than before.

There was only one set of designs turning in for the Top Laser competition. Nilsen admitted it was a great idea, but they lack the resources to recreate a number of ship designs. Discussion was that proofing the designs amounted to recreating them, since you had to recreate all design decisions. On modifying/correcting designs, are you keeping the submitted design or just replacing it with a similar ship with the original name?

DISCUSSION: GDW is willing to cooperate with any fans willing to run an unpaid board of proofers. This could be called the Centralization Bureau or the Board of Naval Review. The computer tools to automate verification don't exist (GDW works by hand) and someone has yet to create them.

[See the TRNARB article on page 11 for developments since GenCon.]

T:2000 Seminar at GenCon

--Clay Bush

PRODUCT SURVEY: ARMOR 21 Wins

Armor 21 is the direction the survey indicated. The other projects tended to have a small, very interested group and every one else indicating no interest. (Lots of 1,2s and some 9,10s.)

It is set a few decades ahead to demo new technology. Third World countries will have second- and third-hand MIAs; players will be in existing military hierarchies with "modern" equipment.

Setting: No depression as in Merc: 2000. Instead, fairly suddenly, Iraq's last attempt at nuclear blackmail failed. With most Mideast oil fields now radioactive, the U.S. and European Union compete for oil fields in Nigeria and Ghana.

One big difference from T:2000 is that players are in a chain of command, not in anarchy (So no idle fragging of officers.)

There are more and better uses for admin and bargain skills in scrounging and getting resources. You don't usually buy things; they issue you equipment, and send up resupply. Maintenance will be far less important, since you can get spare parts.

It will probably include character templates, for easier start up and replacement of dead PCs.

Antibiotics won't work any more! Check those disease rules...

GDW discussed having mix of live and robot tanks on an Armor 21 mission. The robot tanks would be slaved to or controlled from a live, command tank.

The seminar discussed radio discipline. Lots of chatter goes on in T:2000 role-

playing. Chatter and adrenaline-induced stream of consciousness reporting can bury important traffic; command control counter-acts. For role playing, referee is (sometimes) higher authority on commo channels giving orders & reports, and enforcing radio discipline (or not, as case may be).

OTHER PRODUCT

They have gotten requests to reprint the "Poland" trilogy. That is the game setting in the rules, and most of the adventures in that core campaign are out of print.

They have some interest in updated Mideast/RDF scenarios.

Twilight Nightmares had good sale, as variety, but miniscule repeat business in the stores. (No demand to restock.) No interest in similar submissions. (Some of that market may have gone into Dark Conspiracy, for which the Nightmare scenarios work well.)

Traveller is Multi-Cultural

Q: Here is an issue that's been really bugging me since I first began playing Traveller (Classic). Where did the plethora of races from Terra go? It would seem that every human in the Traveller universe is caucasian, and cultural spice is added by the use of alien cultures. I guess it's possible that the Traveller universe is one in which there were never any races on Terra besides the "white" ones.--Unknown

A: Not true. GDW's policy has *always* been that the full panoply of Terran racial and national diversity went into space, spread out, and diversified. Why do you think we say: "Any character is potentially of either sex or any race." Back in the classic Traveller days, John Harshman and I tried to get the widest variety of ethnic names into the game in order to drive this point home. (Anybody remember an admiral Stashu Nagoya, the Japanese-Fole?)

We have had (and still have) problems convincing artists to depict other than caucasian males (we are not alone in this either), but this should *not* be construed as indicating that space travel is only for

WASPs (check out the illos in Star Vikings on pps 10, 26, 28, and 68 for some characters that are clearly not purely European) or only for men. Frankly, I am a little peeved that we do not have more asiatics depicted in our illustrations, and I have mentioned this our art director.

I disagree with many of Roddenberry's philosophical expressions in Star Trek, but I feel he got one thing right: We humans should celebrate our diversity.

As for cultures, we don't talk about individual planetary human cultures or religions much (except in individual adventures), because we assume that referees will bring interesting and exotic cultures/religions into their campaign to suit their own tastes and we prefer not place any restrictions on this. We do not discuss sex or sexual orientation for the same reason. Player characters can be whatever their players want them to be, and the game is richer and more diverse because of it.

Sorry if I went a little overboard in this response...I feel rather strongly on the subject.--Loren Wiseman

MINIATURES

The whole market is taking it on the chin. Changing to (non-lead) pewter caused price increases which buyers *perceive* as excessive.

Also, miniatures were often an impulse purchase. Right now, Magic is dominating all impulse gaming purchases. (Smart people in industry think this is temporary, fad thing, so watching to see if/when market reverts to older habits. Pewter-induced prices may have permanent effect on amount of impulse purchasing.)

CHALLENGE SUBMISSIONS

No "better set of rules" articles, please.

Also, they have plenty of scenarios where players recover a nuke that fell to earth and did not go off. They have no interest in more.

They are looking for interesting and entertaining scenarios. Map and 2-3 pages (1000 words per page) probably best.

Copyright: GDW Attacked (Flamed?) on InterNet Channels

--Grant Sinclair

I have heard several disturbing things about GDW and copyright lately, most recently in TML digest 30. I heard it rumoured somewhere that they are not too thrilled about TTC, though if they really hated it that much, they would presumably shut it down. TTC is for profit, at least we are only amateurs.

No-one is going to dispute their ownership of the copyrights and the example Loren gave of someone going to OCR all the rules for general release is obviously going too far. I thought it was real nice of them to say that it was OK, as far as they could see, to write a spreadsheet for personal use. I hope its OK with them to write an adventure yourself to run for your players. (sarcasm mode off) Do you have any unofficial guidelines from them? The programs in the HIWG library I mirror would certainly breach their copyright, and the way they are talking, I would think most HIWG documents do too (containing all

those references to the official Traveller universe).

I've removed from the HIWG library the files I have that I thought breached copyright too badly (the Contact! alien files went some time ago, as requested by Bryan Borich), but I'm starting to wonder whether I should cut more deeply.

If there are some things about all this that people should know, perhaps it would make a good article for AAB proceedings.

Grant Sinclair

grant@cleese.apana.org.au

Bush: Word is that Kevin Knight got his approval directly from Marc Miller, without any discussion with GDW.

Sinclair: Your comment about Kevin Knight getting his approval from Marc Miller was interesting. It explains the comment I heard about GDW/TTC.

It was the bit about writing a utility to use yourself was OK "to the best of our legal advice" that I thought was going a bit far. I do understand that they want to keep

control over their copyrights, but why consult a lawyer to see if it's OK for people to write utilities for their own use, given that they must have bought the books to do it at all?

Bush: My understanding is that you can do anything you want *for yourself*. However, if there is any sale or other distribution, you are infringing on the trademark and copyright rights.

Now, on page 3 of this fanzine/ newsletter is a statement that use of GDW's trademarked names is admitted. In theory, they could write me to stop using those names, which would kill AABP. They won't do this, because they like their games being discussed and I have admitted they have a trademark. (HIWG got permission from DGP and GDW when it was founded, but GDW could withdraw permission.)

If one began publishing a fanzine (or selling any product) that used Traveller but did not have GDW's permission, then one of two things happens. Either GDW orders them to stop selling or distributing their product, or *GDW loses the trademark*.

We then have The (Second Classic) Traveller Adventure and Traveller: Predator and Traveller: Fluffy Aliens and Traveller: Sorcery Supplement being put out by anybody without GDW having any right to complain about quality or consistency. (Hint: Formica used to be a trademark name, but the owner did not defend it from second party use.)

Now, GDW is not required to track down all fanzines ever produced. They do have to follow up on reports of use of their trademark, and unauthorized use of their trademark for such products as computerized referee aids are areas they must police or lose the trademark.

Likewise with programs. If I use a spreadsheet to design *my* ships, fine. If I distribute it by mail or for sale, I must have GDW's permission. If they don't care to sell spreadsheets, a trademark admission may be enough, but they *can* order any distribution stopped. If it can hurt sales of FF&S, they will. That's their right. Period.

GDW's Post on Copyright Question

To Shalom Zaidfeld:

Q: Is writing a utility to help design vehicles using FF&S rules as a spreadsheet and then giving it away to whoever wishes to use that spreadsheet illegal?

A: If it contains any of our copyrighted material (tables, charts, etc.), yes.

Writing the utility and using it yourself is evidently OK (to the best of our legal advice), but selling, conveying, or giving it to anyone else is a definite no-no (and this includes putting stuff in FTP sites, BBS libraries, "I just put it on a disk and left it on a table" gimmicks, and the like).

To David Reed:

Q: My question was of more technical, legal nature than the note from Mr. Nilsen addressed, but since I find you posting here I will take that as a tacit nod in the direction of open and free conversation, the likes of which T&R (tm) seeks to stifle.

A: We can't give you a legal answer because we aren't lawyers, and the technical legalities of the whole "Intellectual property vs Infobahn" thing aren't completely settled yet. GDW must, however, take a rather conservative position in these matters, or risk *losing* the trademarks and copyrights that constitute our livelihood. That's why we have to answer Shalom as we did.

We have no problem with *conversation* about Traveller (we actively encourage it), but there are people who want to do a good deal more than that, and get highly offended when we tell them they can't. (I have heard rumors of a series of flames circulating about us because we wouldn't OK an on-line electrozine.) I'm not kidding when I say that one proposal wanted to photocopy/OCR large bunches of our stuff and give it away, and wanted our official stamp of approval to do so. (We refused, of course).

Electric Fanzine Proposal Denied

Roger Sanger & Bryan Borich were working on an electronic 'zine.

The problem was that Bryan & Rodge could not sell enough periodicals per year under GDW's rules to make the effort worthwhile. This limitation is to protect GDW's other licensees, and GDW won't give Bryan & Rodge a license.

Rodger got one preliminary estimate for a 'zine with 100 pages and color covers (8.5 x 11 I believe/presume):

500 @ \$5 per

1000 @ \$3

2000 @ \$2

This presumed camera ready work. We paste the artwork in. etc.. And no advertising to help bring the costs down.

Rodge:GDW could sue on the grounds of the publication being a "derivative work." Yes, and it has very much to do with use of the words "Vargr", "Aslan", "Archduke Norris", "Regency", "Spinward Marches", and so on.

Leroy Guatney:GDW does not need a Paranoia Press or Judge's Guild for Traveller now. The recognition is already out there. They can afford to be picky about what ends up as "canon" in Traveller.

I would characterize them as desiring someone who can produce tight materials and be a consistent producer. To my knowledge, the longest any of us (as a group) have been working on any major project is all of perhaps two or three months. That's almost trivial in the scheme of things.

Permission Denied

RodgerSanger:Dear Bryan,

Well, after calling several times, I finally got through to Susan Schug at GDW (she never returned any of my calls).

Their answer is definitely NO.

"We don't give away rights that we could sell."

For a license for such a product, they want \$5,000.00 up front, plus some kind of royalty (negotiable). Overall fees would depend upon how many times the material was released (reprints, new versions, etc.). Furthermore, even if they did grant us

license, they wouldn't allow any reprinting of material copyrighted by them (astrodata, rules, etc.).

She indicated that...

If we did a Traveller electrozine without their permission, they would sue.

If we did an on-line service, such as on AOL, they would sue.

If we went ahead with a PRINTED Traveller mag without a letter of permission, they would sue. She also stated that they aren't giving out any more letters of permission to anybody for anything.

If we did a non-Imperium campaign that used Traveller rules, they would sue.

She said they reserve the right to sue fanzines, but that they are not actively pursuing that course of action.

FOR THE RECORD, MY INVOLVE-MENT WITH THIS MAGAZINE PROJECT IS HEREBY OFFICIALLY TERMINATED.

Susan seemed to be amiable to the concept of turning all of the articles we've received over to other publications, such as Challenge, or the HIWG family of newsletters. But she was unfamiliar with the HIWG, and wouldn't make an official

statement concerning their publishing of the materials.

She said that submitting the materials to other publications that had a letter of approval from them would be acceptable.

So it looks like your HIWG back-up plan may very well work. Good luck if you go that route. Keep in mind that you must get permission from Andy before you publish any of his articles.

Keep in touch,

Rodge.

(?): (Susan seems kind of hard nosed.)

Borich:It may have just been Rodger's wording.

As far as Rodger goes, he's out of the picture on Traveller 'zines. Or anything closely related.

It might be worth asking the HIWG readership in the next AAB how they would feel like a change in the nature of the publication.

It's too bad GDW is being this way, though I can understand some of it.

But this might be a big loss for them in the long run (I think the electronic magazine and the hypertext format might have been a big boon to Traveller players).

TSR Also Got Into Copyright Issues!

--Clay Bush

Magazines

TSR mailed a letter to most gaming publications saying they could no longer publish anything concerning TSR's games except reviews. This may end the widespread publication of scenarios and filler items for those games, but some publications may pay the licensing fees required.

I noted that magazines aren't naming TSR's games in their announcements. This is probably about trademark issues, so I followed that practice here.

InterNet

TSR also sent notices to ftp sites across the country. Basically, they would remove all materials for TSR's game, or they would

pay a licensing fee to TSR, or would face a lawsuit over copyright infringement. A few sites are paying a license fee, but most ftp sites purged their files.

The projects affected include the Great Net Mages Book (which collected all spells into one reference work), and a monster compendium project. While these are items that can easily and profitably be computerized, you can now only get to them by a read-only access to a licensed site. (This last is based on reports that I have not verified.)

Looking Forward

It will be interesting to see what kind of referencing systems are set up in a few years. The Infobahn is meeting copyright law now, and the results will be interesting.

Electrozone Proposal Leads to New Game Startup Effort

Once upon a time,

There was a Traveller-fanatic named Hyperodge who was so into Traveller that he built a collection containing almost every Traveller-related item ever made (over 700 of them), including virtually every official product ever produced, magazines with so much as a single Traveller article in them, multitudes of fanzines, an army of miniatures, meg upon meg of Traveller-related magnetic media, and nearly the entire HIWG library of documents, including a few misplaced docs that for some reason never made it from the hands of one of the HIWG's illustrious cofounders into the HIWG's library.

This hopeless fanatic even wrote a "fanatic's guide" for other collectors which listed every Traveller item he knew of (900+), and which included a bibliography with hundreds of Traveller articles listed in it.

So target-fixated on the game was Hyperodge that he constructed a colossal hypertext knowledgebase to support his Traveller roleplaying obsession. This hypertext reference work contained information about the game organized for the ease of retrieval, including sections for campaign timelines, astrographic data (interstellar empires, domains, sectors, subsectors, worlds, and allegiance codes), library data, NPC's, technology, equipment, vehicles, ships, aliens, etc., and it even contained a majority of the documents authored by the HIWG in magnetic media form, as well as all the bundles and compilations ("packages") of material from the TML!

With this wondrous reference tool, he could look up Traveller-related issues in a small fraction of the time it took other referees to find the material.

It was only a matter of time that this fanatic's attention turned toward publishing for the game. Having enjoyed so many of the 3rd-party products produced for Traveller, he decided to produce a Traveller fanzine. He teamed up with another fanatic and HIWG'er named Bryan Borich, and the two crazies gathered

enough material to fill at least 2 or 3 issues.

Having started a hypertext software development business a few months before, Hyperodge convinced Bryan that the best way to go would be with an electrozone format for displaying the material on computer screen.

To test the waters, a survey was conducted to see if there was interest in such a publication. Here is the intro from that survey:

First Survey

Attention Traveller Aficionados!

I'm looking into the producing a Traveller hypertext electrozone, and was wondering what interest there would be for this kind of thing. Essentially, it would be a Traveller fanzine on magnetic media (floppy diskette) with hypertext access.

Hypertext is the technology of information access. It is similar in nature to the "see also" references so familiar in encyclopedias, except that looking them up is automated. All the reader has to do is select which reference to go to, and that is accomplished with a couple of keystrokes. Thus, cross-referencing is taken to a new level, because it can be applied to tables of contents and indices, and to other reference aids, as well as from within the articles themselves.

Hypertext is the technology of knowledge organization, or "Tech-knowledge." It allows for the rapid categorization and structuring of information through processes which I call "node-processing" and "link-management." For the fanzine, this means that all related material will be easily accessible -- no more hunting around to gather ship descriptions, adventures, world descriptions, equipment, characters, etc., for each will be grouped into convenient access lists, with the jumps to the material built-in to the lists!

Adventures, the central purpose of Traveller, would be given new life, and would become easier to use. Dealing with convoluted intertwining plot-lines would be made simple, by providing links to take

the referee from one related event to another, or from the description of a room to the ones next to it--even handling adventures with lots of teleportation becomes easy, because hypertext is a form of teleportation! Tracing the nuggets and the flow of any adventure becomes an easy task.

Cross-referencing shall also be provided to allow the reader to access the descriptions of the things he is reading about (the relevant NPC's, world library data, etc.) as they occur in the adventure.

Probably the nicest feature that I could provide is the combinability of issues. That is, as you receive issues of the fanzine, you simply add each one to the previous issues you've received, and the master tables of contents and indices would be updated each time, encompassing ALL of the material in previous issues, and allowing you to jump directly from those reference aids to the desired material itself. Providing such is an easy task for the hypertext developer (me) with the right tools.

Thus, all equipment descriptions throughout all the issues would be listed in one place, with jump-outs built into the list, so that you could select any piece of equipment and then go to its description with but the press of a key, regardless of which issue, article, or adventure it originally appeared in. Similar lists would be provided for technology descriptions, alien race descriptions, authors, subjects, and every other category of Traveller icon (sectors, subsectors, worlds, ships, rules, etc.). Articles from ongoing series would be combined, linking each to the installments that came before.

These master-reference aids would be in addition to the tables of contents and indices of each issue, so that you could also view the issues as you originally received them, if you so desired.

Writers for the electrozone could refer to previous material (such as a particular ship), and provide instant-access cross-references to that material! Thus, a character description could have linkouts

to the descriptions of each item of equipment he possesses, and so on, regardless of what issues those pieces of equipment originally appeared in.

Submissions would not be limited to articles. Writers could submit programs, and those programs could be executed from right inside the electrozine! Figures, pictures, and the like could also be submitted, along with articles or independently.

I'm also considering to allow the reader easy editing of the electrozine, so that you could add your own materials, or edit the articles already there (including the reference aids). You could then customize anything you wanted, or you could copy and then create customized versions from the copies. You could also create your own reference aids for easy access to particular items (for instance, all the background material you have tracked down to support your latest custom adventure), thus, encounter tables and the like can be used over and over again with ease.

An interesting outgrowth of the electrozine is that the main file-formats that I plan to use are easy to work with -- as they are in ASCII. (Don't worry, there shall be plenty of graphics too). What this means in practical terms is that the reader can not only add his own custom files to the electrozine's access structure, but can also attach to it any file that he collects, including the files that are provided on ftp sites! Readers can cooperate with each other by uploading indices or tables of contents for the files contained in the ftp archives.

Since the filenames for the TML BUNs are already standardized, links to specific messages could be utilized, for those readers who have the TML BUNs on their machines. Thus, writers who submit articles to the electrozine could include references to specific TML messages if they so desired.

Isn't technology grand?

I'm currently looking into providing access lists to all of the files on sunbane, so that you can access these access lists from the electrozine, and access the files

themselves from the access lists. Thus, you could have a list of all of the sectors, with easy access to the data for each published sector. The same goes for the enormous collection of ship and vehicle files. And something similar could be done for TML BUNs. Don't go crazy just yet by downloading everything in sight -- some of the filenames on the ftp sites might need to be changed first to accommodate this process.

Each issue of the electrozine would be packed with the equivalent of 100 or more pages of TRAVELLER-related articles, and would cost in the neighborhood of \$5 to \$9 per issue.

TO DETERMINE WHETHER THIS IS A WORTH-WHILE PROJECT, I NEED TO HEAR FROM YOU, THE POTENTIAL READER.

[The rest deleted].

Responses

After conducting the email survey of TML members, the responses of whom were nothing short of ecstatic, the pair of would-be publishers promptly submitted a request and proposal to GDW, the Traveller copyright owners, to ask for their permission to produce the electrozine.

After making the duo jump through several hoops, GDW responded with a resounding "NO!" Not only did the game company deny permission, but they threatened to sue in no uncertain terms, and went so far as to list just about every conceivable contingency under which they could sue, even those that had nothing to do with the electrozine project. Their representative explained that if the pair of enthusiasts produced anything remotely related to Traveller, they would sue.

The operation was crushed. The many writers who had submitted material were apologized to and then referred to Kevin Knight of *The Traveller Chronicle*.

Hyperodge mused. It had been an interesting experiment. Because there had been so much interest, and so many volunteers had offered to help out with the project, he sent out a press release and a Second Survey, to see if a non-Traveller

game system organized along the same lines as the proposed electrozine would be of interest.

The Second Survey was a success. A new game was born, and it is currently under development.

Under Development

The design team currently includes 3 FIWG'ers, several unknowns, and we are in negotiations with several names in the industry. Talented individuals all. We have opened the doors for new team members and are currently processing a flurry of applicants. I am looking for designers, writers, editors, artists, and programmers.

The game is rapidly turning into an entire product line. Several different campaigns are on the drawing board, with 3 products already in the works: A set of integrated core rules, a multi-dimensional module to tie everything together, and a campaign based upon alternate histories or parallel universes.

Since the core rules are currently being roughed out, we are gearing up to compete in the two main genres of the industry: Medieval Fantasy, and Hard Sci-Fi.

We've been knocking our heads together to determine what features the sci-fi game should and should not contain, and the responses to the Second Survey have been a great help. Among other things, on that survey I asked what the readers wanted in a new game system, and also what they absolutely hated about existing game systems. Their responses were enlightening. If you would like to answer our second survey, drop me a note at rodge@cyberspace.com.

The sci-fi game will likely fill the gaps left by the other games in the industry, and its focus shall be forging into fascinating frontiers rather than recovering from a holocaust of one type or another. If you are interested in joining our team, by all means, drop me a note at my email address (rodge@cyberspace.com).

I hope the above has helped to satisfy your curiosity.

Sincerely, Roger Sanger

Fanzines and Newsletters

CRB: I list fanzines in alphabetical order.

KFAN UZANGOU

--Roger Myhre

I'm about to take up my Vargr related fanzine after a year of no production. I hope to get out an issue in a couple of months. To make this I would like to get Vargr articles and artwork. Everyone that contributes will get an issue.

Free copies are available for all analysts and developers for Vargr sectors in Traveller. Those who submit material will also receive free copy of the issue the material appears in. The articles should not be longer than 2000 words.

Articles can either be e-mailed me or sent on a disk. See below for information on submitting disks. Drawing should be black and white or greyscale (please no more than 16 colors/shades) A4 size. It may also be submitted on disk in these formats: GIF, IFF, EPS, MacPaint, Illustrator, PCX, DR2D and ProDraw

Disk formats: Amiga, PC or Atari double density disks. Sorry can't handle high density disks yet.

I'd like to get reply from all analysts or sector developers of Vargr sectors, or Vargr related topics by e-mail. My mail list for the 'zine is not up to date.

Roger "StarWolf" Myhre (myhre@oslonett.no)

Ammerudgrenda 168

0960 Oslo

NORWAY

MAYDAY FANZINE?

--Mark Watson (94/06/21)

I'm planning to start up a fanzine. I figure I currently have enough material for the first four issues, based on material from past campaigns I have run. I plan to cover the classic, MT and TNE rulesets. As such I'd be willing to take you up on your request for someone to coordinate Rebellion era material, and would use my 'zine as a vehicle for disseminating those discussions.

My working title for the zine is Mayday, which I'm currently trying to clear with GDW.

I would like to be able to use the same sector for both Classic and TNE development, as I would like to consolidate my current material into the HIWG timeline by relocating it. (It is set in a Lishun that is based on *Atlas of the Imperium*, pre-*Flaming Eye*.)

I'd also like to pick up some work on TNE. I would willingly take on the job of collapsing one of Spica, Glimmerdrift or Hinterworlds. Is Spica still available?

If this is not possible, then I would like to pitch also for a sector for my Classic/MT material. My eyes alight on Astron. Is this virgin territory? I realise I'm asking for a lot but I am serious.

Mark Watson

28 Adams Park Road

Farnham, Surrey GU9 9QG

Great Britain

Melbourne Times

Although I have not been following it, this fanzine detailing an alternate setting around earth has advanced to issue #5. His new address is:

David Johnson

2020 Georgian Woods Place, #13

Wheaton, MD 20902

SIGNAL-GK

Paul Sanders has received permission to distribute Signal GK! in the U.S. Leighton Piper and Jae Campbell are considering a "Best of" compilation and T-shirts emblazoned with GK artwork.

Signal-GK returns to Dagudashaag with Contact! Ziadd (10 pages on a minor human race), a world write-up (11 pages), two interesting adventure called "Nine Day Wonder" and "Gateway" (8 pages involving a matter transporter and a contact situation).

An insert detail Shallows [E] subsector and another is a diagram of an assault lander.

42 pages.

Terran Traveller Chronicle

Issue 6 is devoted to the pocket empire that the TML working group developed in Reaver's Deep: the GrayIn Union. There's one long and one short adventure and a writeup of the Union's scout service complete with 28 NPCs.

Other articles continue Keith's write up of Caledon subsector, three more subsectors of Far Frontiers, and two Amber zone adventures set in Diaspora.

48 pages, \$4.95.

Sword of the Knight publications can now be reached on InterNet at "sword.knight@genie.geis.com".

World Builder

This is a professionally-produced magazine that is looking for science fiction contributors. Due to the the copyright discussion mentioned earlier in this issue, I'd hold off on submission for a while. I have a message to GDW asking what sort of permission *World Builder* or the author needs to obtain before publication.

40 pages, \$15/year for 6 issues.

World Builder

P.O. Box 7196

Bonney Lake, WA 98390-0932

Voice/FAX: (206) 897-6182

Terran Traveller Times

Geo is working on his next issue. It has been a while.

Traveller Naval Architecture Review Board

--Harold Hale

Dave would like to organize a committee which would review ship designs and give them the "Official GDW Stamp of Approval." Individuals who want to become a member of the committee must be well versed in all aspects of *Brilliant Lances*/*FF&S* ship design, be willing to review starship designs line by line--perform reverse engineering when necessary and make simple corrections. (No major redesigns just because someone thought they had 2,000 more cubic meters than they did.)

Participants must also be willing to work for the sheer joy of being a naval architect--sorry guys, no pay for this job. Interested HIWG members should drop me a line as soon as possible. I'll put the list of names together and get in touch with Dave in a couple of weeks about the particulars.

weapon of original design. Both designs must be submitted to the Committee Chairman (me), and be found by the TNARB to be free of mathematical errors and design flaws (I will assume that all of you have done this by now, so you are exempt--the requirement is for future committee members).

3) A prospective committee member must own or have access to at least the following pieces of equipment: a PC capable of running Microsoft Excel (or a compatible program) or a good calculator (one capable of storing formulas); a fax machine or a PC equipped with a modem; access to Internet or GENIE. TNARB members will inform the chairman of any address, telephone, or electronic e-mail address changes.

We need to establish our own internal rules and guidelines with regard to how the TNARB will operate. I move first that all

rules and guidelines be voted on by the TNARB as a whole, and that all rules and guidelines pass or fail on a simple majority vote of all voting members (non-voting members counted as abstaining).

I would in my role as chairman also at this time issue the following decree. It is likely to be the first and only such decree to be issued by my office, so no one need worry about future constitutional precedent:

"The chairman of the TNARB will, on at least an annual basis, publish for members only a list of TNARB member names, addresses, phone numbers and e-mail addresses. The chairman will be responsible for distributing this list in a timely fashion to all TNARB members."

All TNARB members should send the above information to me no later than 10/14/94. My e-mail addresses are: HDHALE@TASC.COM and H.HALE1@GENIE.GEIS.COM

MEMBERSHIP

So far I have the following list of people who have stated that they have an interest in being involved with the review board:

Django Upton
Sam "Sinbad" Thomas
Roger "StarWolf" Myhre

CRITERIA

In the meantime, we need to decide on criteria for membership to the committee. I move that the following criteria be established:

1) The individual must own his/her own copy of *Brilliant Lances* and *Fire, Fusion & Steel*. Individual committee members are responsible for keeping their copies of these publications up-to-date, though I will endeavor to get all changes from Dave Nilsen, and pass them along when possible.

2) The individual must show proficiency with the design system by designing two vessels: one jump capable ship utilizing the *Brilliant Lances* design sequence exclusively, and one non-jump capable ship utilizing the design sequence in *Fire, Fusion & Steel*. The non-jump capable design must utilize at least one ship's

Proposed Stellar Type Changes

--Harold Hale

Harold Hale and others discussed stellar types, especially the overabundance of white dwarf companions, by email. Harold used the following proposal for Diaspora and Solomani Rim. There was discussion about putting new star generation rules in WorldTuners but that did not happen.

These were my recommendations:

1) Errata could be issued for the TNE Manual that any M spectral type stars generated that have 'D' as a size should be changed to a main sequence type. This would be the least painful change to the rules, and actually has a side benefit in that more M main sequence stars would appear (which would increase realism). Additionally, guidelines could be issued on how many of what types of white dwarfs normally appear in a sector, with the Solomani Rim (or some other section of space) as a model.

2) Create a separate system for generating all white dwarf stars. This would require that additional tables be created,

and errata issued. The Sion Classification System could also be introduced. This option still allows for the possibility of DM stars, but they would appear only in special circumstances.

3) Create a supplement to the TNE rules which would have a more realistic system for generating stars. This could be included as part of an updated, TNE version of *Book 6: Scout's* (along with the new government generation system that has been discussed), or as part of *Fire, Fusion, and Steel: Part 2*. No errata would have to be issued, but there remains the time consuming chore of retrofitting all the star systems generated for TNE with the new system (something I'm sure the public will demand). This option would allow not only DM stars, but also for generating neutron stars, pulsars, quasars, even black holes.

I strongly suggest whatever course of action is taken (except ignoring the problem), that someone grab the ear of a PhD in Astronomy or Astrophysics and find out if my conclusions are correct.

Regency Development Discussions

REGENCY SOURCEBOOK

The Regency Sourcebook is slated for the first quarter of 1995. However, it will probably be preceded by the equipment guide in December or January.

Basically the overview falls into these sections:

1. Publication of a Regency Sourcebook, concentrating on the Spinward Marches around 1202 when the Regency decides to expand into the Virus dominated areas. This will be using maps generated by 'HIWG'.

Possibly called 'Keeping the Flame.'

Possibly including some surrounding sectors depending on availability of room.

2. Publication of Equipment Guide for the Regency, done by Loren.

3. Publication of Robot design rules in Vampire ships. And nethacking ala Cyberpunk.

4. Classic type adventuring for the Regency (along with some new stuff). Other possibilities include the 'Assassination Wars,' Vargr uplifting ala World Tamers [among other regions], and and I'm sure I got a few more ideas floating around my head.

5. More info released on the Longbow/Jumpstart projects.

TML's "SHALL NOT PERISH" PROJECT

Borich: [This Regency project] hasn't produced anything useful yet. It needs organization and editing. It isn't worth anything in the format it's in.

David Johnson: I've been cutting and pasting and editing all along. I think we're on our way to a decent project - especially for a 'labor of love.' I've already posted two edited drafts (quite skeletal) but the next one ought to have some real substance.

Bryan Borich: I just saw the outline. That's a step in the right direction towards something useful. By the way I'm not trying to belittle the discussions, just stating a concern.

REGENCY DEVELOPMENT

--Bryan Borich

What I was figuring for the Regency was

1. validating 1117 (or 1120) maps
2. Figuring out which worlds got hit by Invasions (Aslan, Reb, Vargr, Virus)
3. Applying Hard Times/TNE modifiers to step 2. [CRB: various respondents noted that the Collapse only hit part of Deneb sector.]

4. Doing random improvements to the rest of the applicable worlds.

5. Hand tune the affair as deemed necessary (modifying starports, bases, pop, allegences).

As for what GDW wants, I'm not sure I care, as I'm sure we can do better [having more time], and they can always change what they need.

Gregory Lee: As for random versus fine tuning star systems by hand, I think by hand is better. Random systems seem great for generating areas which are in the background but you don't necessarily feel you'll ever play in. This means that there's no good unified system to pass along to referees and it's labor intensive to do, but I think the final result is worth it.

REGENCY PROJECT

Mikesh: Technically this is not just for GDW. This is for the writers. No background check, no Regency, no Regency projects.

Part of the reason GDW probably hasn't bothered with the Regency is because they don't have the time to do what we're doing (though technically they should be better equipped in some respects for the job).

Working on a project is not easy. This is my fifth(?) depending on what you care to

PERSONALITIES

Guatney: I don't know if a "Personalities of the Reformation Coalition" work will be done for the Regency.

Mikesh: I sure hope the GDW does include something like this. It goes a long way toward defining the character of the setting.

count. All the ones I've been involved in early on require laying down a lot of groundwork and doing the appropriate research. After this is done, the rest of the stuff is a piece of cake (writing adventures, developing further source material, etc...).

You say you want to become more noted as a writer....well this is one of the ways. The general suggestion is write adventures, develop material, become steady at this and then eventually maybe the company will let you do a project for them. This applies to all the gaming companies I know of. Right now you're involved in a bigger project than someone of your experience would normally be allowed in on. It will put your name in front of GDW's eyes, what you want to do from then on is up to you. But it gives you a step in their front door.

As for when the material will be published, I think we can speed this up one way or the other.

Bryan Borich: If it's autonomy you want than you're better off doing your own game. Don't expect autonomy working for any gaming company. There is no such thing. As for acknowledgement, well, it is the first step in being recognized, and gets your name in front of the company's eyes.

As for pay and gaming companies in general, they work differently than other companies. I'll leave it at that.

NORRIS AS REGENT?

Bush: The TNE book does not say who the Regent is; only that the Regency Moot confirms his successor. Discussions over who succeeded Norris, or whether he still rules, has been ongoing on GENIE and Email.

Guatney: The Norris Interview (c. 1120) says:

Norris Aella Aleclon, (excerpted) Age: 57, born 156-1063

This makes him age 140 years on 156-1203 (in the New Era). For reference, Delphine died at age 142. *Arrival Vengeance* confirms his age as 63 in 1126. GENIE topic 1, "The Spinward Chronicles" had some discussion about whether or not Norris still lives.

PSIONICS

David Johnson: We've never seen any indication of the Imperium being able to detect psionic activity. Given this, I expect one of two things. Zhodani agents are thicker among the Regency councils than cockroaches in a Chicago housing development or else some sort of 'secret psi detector' (Imperial psikes?) exists to root them out.

Borich: I think something was stated to the contrary, but I'm not sure where. Then again, maybe it wasn't official. Something about an Imperial Navy Psionic service. (It's been proposed by several parties that the Imperium would need such a service to protect themselves against the Zhodani.)

Harold Hale: Psions can detect other psions (through a simple 'Read Surface Thoughts', etc.). Non-Psions have to witness the Psion perform some sort of psionic activity.

Given the proximity of the Zhodani Consulate to the Regency, I would assume that the Regency Intelligence Agency (or whatever they call themselves) would have an entire wing of their headquarters devoted to psions who are employed in finding Zhodani spies, and psions who perform covert missions for the Regency.

SWORD WORLDS

Was the Sword Worlds Confederation viable on its own? The duration of the current confederation may be due to the Zhodani support that started with this confederations establishment.

"I point to Zhodani support (collusion? propping up? fraternal friendship?) in establishing and maintaining that confederation as part of their anti-Imperium policy of containment."

Mikesh: This is pretty much the conclusion I've come to in my TML posts.

?? I expect they have continued to support it, because their policy has the dual goals of keeping the Regency around to maintain order and *still* to contain it so that it doesn't intrude on Zhodani space.

Mikesh: I'd rather expect the Zhodani no longer need to continue this support. It's sort of like the US in Pakistan after the end of the Cold War - there's no longer as great a need to continue to support this client state and there are always pressures to use those resources elsewhere.

This also opens up the Sword Worlds for some interesting adventure possibilities as they cope with their own "ihatei" incursions (or at least refugees fleeing the "ihatei") and once again suffer from their

inherent fractiousness once the 'stabilizing' influence of the Zhodani is removed.

STARPORTS

At 1120 the Spinward Marches had only four TL-15 worlds, Rhyllanor, Glisten, Mora and Trin, one TL-16 Darrian. Trin got trashed, Glisten got captured (if I recall by the Aslan, yep just checked), leaving Norris or his successor only two worlds to help the tech of the others.

Gregory Lee: After 70 years and a whopping big external threat, I'd expect a lot went into upgrading ports, shipyards and TLs across the volume. Remember that although you have to build an infrastructure, tech doesn't have to be reinvented, just transferred. I don't think such an upgrade program is out of the question if all of the high tech/shipbuilding worlds across the ex-Domain participate. (Of course convincing local systems to give up a technologically derived economic advantage should be an interesting (adventure generating) exercise).

David Johnson: Why just the Marches? What about the rest of the Domain/Regency? There's Depot, Vincennes and

Spinward Aliens Supplement

DARRIANS

Mikesh: Dave favors the proposal that they are back to producing real TL16. He added that an aspect of the Darrians that he would like to see preserved is the uncertainty of the tech they're really at. He sounded satisfied with the following solution.

Before the Rebellion, Darrian scientists and businessmen flocked to the Imperial interior to work and invest in the Imperium's high tech industries. When the Imperium shattered, these Darrians brought home what they needed to continue those industries in the Darrian Confederation. So, Darrian's tech level is propped up by both relic technology and Imperial technology, but there are still gaps.

K'KREE

Guatney: News Note 350-1120 *K'kree Armada Enters Domain* stated the K'kree consulate was on Cipatwe (3118 SM). *Alien Module 2: K'kree* states that these consulates were one-per-sector

in the Imperium, usually on a key world. It goes on to state that the consulate on Regina was later moved to Rhyllanor during the 5FW. The AM2 reference was to worlds, however Cipatwe is in Rhyllanor subsector, so Cipatwe may not be a controversial "canon." Also, Rhyllanor the world, is high pop, and Cipatwe could be construed to be better "secured."

Mikesh: I propose that the K'kree are now on Marastan (Marches 2231 D868772-5 Ag Ri).

Guatney: I think we have a good case for thousands of K'kree having been caught behind-the-claw during the Rebellion and subsequent Collapse. In our scenario, Norris gave the refugees a subcontinent on Marastan/Glisten. In the generations since, the K'kree built a major corporation (Agro Centauri) transporting food to hi-population worlds.

Mikesh: Dave replied favorably to the idea. The upcoming Regency material might include some comment about it, but the Regency product line will not deal with K'kree in depth as it rightly should focus more on Zhodani, Vargr, Aslan, and Darrians.

Regency Development (con.)

Pashus (all TL 16) and Ansirk, Magash, Starn, Imone, Dekha, Bishop, HRD, Saguenay, Qëvar and Jecife (all TL 15) in Deneb and Lintl (TL 15) in Reft.

Vincennes and Magash (in Sabine) are high-pop worlds with class A starports they're probably turning out megatons of warships. Starn and Lintl are high-pop's with class B's. Depot, Pashus, Imone, HRD, Qëvar and Jecife all have class A starports.

Hale: I'd like to report that in my Spinward Marches Rebellion campaign that the starport facilities at Glisten were severely damaged by comunandos. (A group of PCs was at the wrong place at the wrong time--don't worry, they lived, though they had to explain to their boss how a large thermonuclear device detonated in the warehouse district.) The attack temporarily halted the Aslan advance into the Spinward Marches, and bought critical time for Norris' forces. (The same PCs were later decorated for their heroism in the attack on the Glisten starport. Amazing how thin the

line sometimes is between getting a medal or a court martial, eh?)

A NEW DEPOT?

> A new Depot should be built.

In addition to the one in Deneb? To replace the one in Corridor?

Gregory Lee: The creation of one or more depots is an excellent idea. They're almost mandatory to support the vast number of ships needed for the Quarantine. (Aside: Whatever happened to Depot/Corridor?) Probably they won't be the superhuge installations of the Third Imperium, but the new depot(s) should still be sizeable.

CORPORATE INTERESTS

MegaCorporations in the Rebellion Era: "Corporations in the Spinward Marches, for example, ... are concentrating on the human client states of Foreven sector and beyond." (just beyond, not The Beyond)

Bush: Beyond Foreven is Far Frontiers

(developed in *Traveller Chronicle*) and Yiklerdzanzh (developed by HIWG Australia). Rimward of these are The Beyond and Vanguard Reaches (developed by Chuck Kallenbach II).

What we have not yet seen in print are any mercantile or exploration adventures set in these areas in Challenge. I'm sure, however, that it is a case of GDW being unable to publish what they have not received.

SPINWARD MARCHES

Leroy Guatney is working on validating Spinward Marches UWP's for GDW's Regency sourcebook.

REFT SECTOR

Bush: I've collapsed this sector, and am working on developing it for 1202. First priority is the Island Clusters, as the Regency Quarantine Service has advanced bases there and patrols the area. This looks like a good area for RQS Wilds/Virus adventurers, because it is separated from the Regency core by jump-7.

My current version has the main RQS base at Zuflucht. Joyeuse is the only world back up to tech level 9 since recontact; French translation chips anyone?

Guatney: On Ancient sites, in checking TCS CT/A5, we noticed the Orpheus (1429) reference to interdiction to protect the minor alien native herbivorous grazers, and the fact that Esperanza (0926) had batwings which died out 200 years after the planet was settled. Later, it was determined that these were droyne. Perhaps it should be an Ancients site.

Maybe we should consider Troy (Trojan Reach) as well.

Deneb Sector

No one is actively validating the information for this sector.

Trojan Reach

No one is actively validating the information for this sector.

Regency Scout Service Missions

--Gregory Lee

Given the situation at 1130, I expect that RQS was on a war footing from the word go. Without infinite resources, the Scouts get a smaller part of the pie. Still there are important missions to be performed which the Scouts are best able to execute:

- o Increased contact with existing cultures and races displaces first contact duties (which were never highlighted in the published sources anyway) during the pre-1200 timeframe. Recontact missions undertaken post 1200.

- o Conduct of a mini Grand Survey with the emphasis on political and economic aspects. With a confined economy, this information becomes vital (Pre-1200).

Expand the Survey in post 1200.

- o Economic development and assessment as per previous messages (post 1200).

- o Intelligence gathering both within and

without the Quarantine, possibly including vampire hunting (pre and post 1200).

- o Maintenance of existing navigational data bases and marker systems, SAR and other not so glamorous duties. I seem to remember reading somewhere that the Scouts lose their communications job but I'm not entirely sure. If they haven't, they still run the X-Boat net.

This may be a moot point given the poor press RISS receives in TNE on P'g. 169. With the reopening of the borders, perhaps the Scouts will take back many of their previous duties. I'm not of the opinion that either RQS or the Navy would want to take on the old Scout missions. Even with no major external threats (well maybe the vampires), I think the Navy would key on strategic defense while RQS sticks with what it knows (a kind of Border Patrol function).

Nilson on Regency

Mikesh: I had a chance to talk to Dave about how they arrived at the Regina data, how their thinking ran for the rest of the Regency, and updating UWP's to 1200.

Dave affirmed that the Safe subsectors of the Spinward States were spared the worst and lasting effects of Hard Times and the Collapse. There were no die-offs or tech interruptions. Virus effects need not be considered, except in particular cases such as Trin. (It sounds like we can create some additional cases, although we might want to avoid overshadowing the Rape of Trin.)

REGINA: Regarding tech, GDW assumed the Regency would see a net increase of approximately 1. In their first cut of Regina, they gave virtually everything a +1 TL. After that, they did a lot of 'noodling around.' Dave favors that high tech worlds saw little or no tech increase, whereas lower tech worlds did see increases by and large.

He does not want environment affecting changes to starport, tech, or population. These should be arbitrary (sort of -- see below). Regarding population, their original thinking was that refugees would tend to go to blue sky worlds, but Dave also recognizes that surplus work forces would go to unpleasant resource colonies, creating a balance over all.

STARPORTS: He does want to see astrology influence at least starport and bases. (*Borich: I was thinking the border areas might be better subject to manual adjustments for starports, pop increases, base placement. Worlds further in could be subjected to a more random method.*)

Backwater worlds might not enjoy many increases in starports or tech. (*Borich: Exceptions to this are probably the border worlds for security reasons.*) Worlds around important hubs would. It also makes sense that starports improve on worlds on important routes. We probably want to adjust worlds like Heroni (3017). This world with no gas giant or ocean is at a fork in the Spinward Main, and yet it only had a class E starport -- no fuel.

It might be best to handle starport increases as a manual operation. We

probably know how many total increases we want in the Regency. Perhaps get that many beans and start placing them at plausible locations on the Domain map.

Dave spoke of economics being a driving factor, which suggests yet another possibility. If you really want to do some computer coding, perhaps work up an economic atlas of the Regency drawing on the Trade and Commerce rules. (In fact, I think there was a JTAS article addressing this.) Where we see the most ship traffic is probably where we want to place the better starports. Placement of other starports might also open up whole clusters that were otherwise secluded from much trade.

This would be a lot of work. But if you choose to pursue this, it would result in a kind of detailed map that Traveller players would relish, as would GDW.

BASES: Dave thinks that changes or additions to bases should be specifically placed astrographically (albeit governed by the limitations imposed by the rules). He had in mind more RQS bases along the frontier than the interior. (No surprise.) We'll need to address the RQS more soon.

Borich: I would figure that most RQS bases are within about j3 of the border. This would allow j6 coverage both ways (towards the border and further into the Regency interior). Worlds with RQS bases also have a chance of becoming marketing hubs (or at least there should be one close by, on the Zhodani/Aslan/Vargr borders).

SCOUT SERVICE

Dave brought up the Scout Service as related to the Quarantine Service. These remain two distinct entities, although the RSS now has a substantially reduced mission. Exploration, for instance is probably nil, although the census/survey and communication mission continue. Dave pictures the RSS in this period as something like the Coast Guard, with a emphasis on search and rescue missions.

Borich: They might also be doing more resource mapping at a ecosats and stuff. This would fit in with the Regency's need for more resources.

Hale: I'm not sure if I agree with Dave's assessment of the Regency Scout Service. Search and rescue missions have been the responsibility of the local system defense forces, not the Scout Service. I realize he's looking for *something* for them to do to justify their separate existence. (Their mission could easily be handled by the RQS and the Navy). Perhaps that should be written into the storyline (the commander of the Scout Service fighting budget cuts, etc.). I see the Scout Service having the following missions:

1) Provide for the smooth flow of civilian communications over interstellar distances.

2) Resource mapping at a ecosats. "This would fit in with the Regency's need for more resources." Somebody would have to be in charge of detailing what resources the Regency has, and the Scout Service would be perfect for this role.

3) Establishing contact with potential new markets spinward. The Exploratory Branch would make contact with old Imperial (or other) colonies, clear the way for free traders and other merchants, escort ambassadors, etc. Not exactly exploring strange new worlds, or boldly going where no one has gone before, but at least they are working.

4) Other duties as assigned. In other words, they get all the crappy jobs no one else (the Navy, RQS, or local system defense forces) wants. As the Scout Service struggles to redefine its mission and justify its separate existence, administrators are likely to volunteer the services of their people for all kinds of odd (and very dangerous) jobs. Some of these assignments could very well take them into the Old Imperium, and elsewhere...

The exploration branch will blossom when the Regency penetrates Corridor in earnest. Until then, it might be used for deep space reconnaissance, in coordination with the RQS, looking for evidence of Virus activity.

REGENCY ADVENTURES

Mikesh: GDW will do an adventure book for the Regency, like *Smash & Grab*. Its not on the schedule, though, since they haven't gotten that far with their planning.

Borich: I'd suggest something more along the lines of the old style adventures than *Smash&Grab* type. Do they want strictly expanding into the old Imperium space-type adventures or or (or don't know yet).....

Hale: The Regency adventures in many ways should be nostalgic throwbacks to the old Traveller adventures, with perhaps a few curve balls thrown in from time to time to keep the older players guessing. After all, what was the purpose of having the Regency survive (I'm talking here about the reality-based reasoning, not storyline reasoning)? Having "classic" adventures to go with the "classic" setting only makes sense.

Gregory Lee: The Smash & Grab mindset seems more applicable to the Reformation Coalition than to the Regency. I think there should be noticeable differences between the two settings, offering distinctly different environments to the user. I side with Mr. Hale in the desire to see Regency Adventures which are "...nostalgic throwbacks...with...a few curves." After all, I think most of us have played there and it would be neat to catch up on things 70 years later. Imagine playing descendants of PCs you've run before.

Adventure Ideas

Mikesh: I proposed an adventure where PC's discover an Imperial art smuggling ring that trails back to the Sword Worlds. Sword Worlders are looting the old Imperium (similar to Piper's *Space Viking*) via a route through Reft. Dave liked it, so I'll be doing that for him.

Hale: An interesting storyline (dealing with RISS's need for a clear mission) could involve some rich tycoon's attempt to have the mission (of interstellar civilian mail) taken away and spun off to the "Private Sector." He just happens to know someone who wants the job....hint, hint.

ASLAN ASSASSINS

One thread in email has been mixing some of the Regency internal politics (pro-democracy forces, old nobility, reformers, and so on) with an Aslan assassination group. One point has been how to get Aslan assassin involved.

Mike Mikesh: Since this isn't a linear adventure, considering its range of outcomes, the best way I see to achieve this to give the referee a lot control over the pacing and the action, and leave the adventure itself unstructured (like *Murder on Arcurus Station*). To do this the article would have to focus on three things:

- 1) The situation set-up,
- 2) The possible range of outcomes, and
- 3) the forces in play. By 'forces', I mean the NPCs (the assassin, Marquis, possibly an Aslan Colonies rep, Naval Intelligence agent, the assassin's employer, the party mistaken for being the employer, etc).

All the referee needs is some basic information, and a thorough understanding of the NPCs in play. He can wing everything else, which means he can throw in anything he wants when he wants to keep the degree of activity high.

I'm inclined to think the assassinations going on would be human-styled (i.e. sneaky and dirty). However, this event wouldn't preclude the employment of Aslan assassins. There are several reasons why they might be attractive:

- 1) The Aslan assassin families have expertise based on millennia of experience.
- 2) Noblemen, with no underworld contacts, might have no other recourse but to contact an Aslan assassin family.
- 3) Aslan are honorable. Some noblemen, forced to hire assassins, might see them as far less reprehensible than hiring a human killer.

Borich: The Democratic faction might use this route more than the Imperial faction. Mostly in the case of where they have an attempt made on them and then use this more honorable method as fitting retribution.

- 4) If caught, a human assassin might name his employer to save himself. An

Aslan would probably kill himself before revealing even the smaller secret.

On the downside, the Aslan warns his victim in advance. But this might not be as bad where capitulation is better than if the victim actually dies.

Another downer is that an Aslan would really stand out on a human world. Then again, who says the Aslan assassin has to be "racial" Aslan? Also, the assassin might have helpers to get around the problem. His apprentices could be human, helping to set up the Marquis for the kill. In addition, a dozen Aslan might have been imported as decoys. Each decoy might be ordered to go to a particular place and do certain things at given time. Being vassals, they have no idea why, nor would they dare ask.

Still another way around the problem is simply to have human vassals kidnap the Marquis, perhaps by tranq gassing the building.

The Marquis could then be awakened, armed, and released again, say in an abandoned industrial park, alone except for the assassin somewhere.

Borich: This last could be a good one for the PC's.

Bush: I think this discussion confuses Aslan assassins with Japanese ninja. The ninjas were largely mercenary. The Aslan assassins, however, are clan-related. A war of assassination is still fought between clans, so how is the Aslan clan involved?

Involving the clan is easy if the conflict of interest is between the marquis and the clan. In that case, however, the clan would have little need to humans since it could call on its own troops.

Pro-Democracy Uprising

Bush: Harold Hale pushed for a widespread "Democratic" movement that wants to topple the Regency's nobility-influenced institutions through terrorist or guerilla action.

The Ine Givar were pro-Democracy. (They said so!) Hmm....

I'll put some of that democracy/guerilla war discussion in the next AABP.